

HULK

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JURASSIC PARK™
 OPERATION GENESIS



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

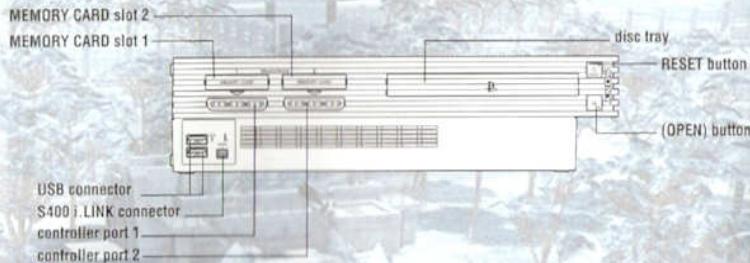
JURASSIC PARK: OPERATION GENESIS

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Jurassic Park: Operation Genesis* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Jurassic Park: Operation Genesis*.

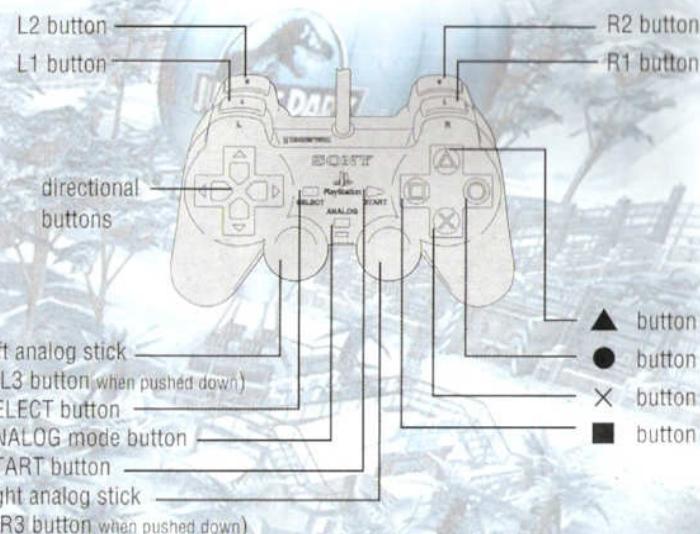
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Jurassic Park: Operation Genesis lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

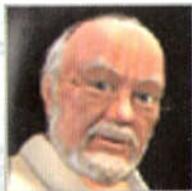
Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



A BRIEF INTRODUCTION FROM JOHN HAMMOND, INGEN CEO



Welcome to *Jurassic Park: Operation Genesis*, the game that gives you the opportunity to build and manage your own Jurassic Park.

In *Operation Genesis*, your challenge is to prevent disasters from occurring and to prove to INGEN, and the world, that Jurassic Park can be a success.

You'll take charge of all operations: building the park, looking after the environment, cloning dinosaurs and, most important of all, entertaining and protecting your visitors. There's plenty to do, but fortunately you're not alone—you've got plenty of staff and a team of advisors to assist you.

If this is your first time playing *Jurassic Park: Operation Genesis*, we recommend that you play through the tutorial exercises. You can access these by selecting the Exercises option in the Start menu.

If you want to warm up with some action, select Missions from the Start menu. These mini-games will give you a taste of the dinosaur action and adventure that is an essential part of Jurassic Park.

Let's take a quick look around...

START SCREEN

From this screen, you can access a range of Jurassic Park games:

Operation Genesis: Can you create a five-star Jurassic Park? Realize John Hammond's dream and make Jurassic Park the most successful theme park in history.

Exercises: Tutorial exercises will help you learn the basics of how to run Jurassic Park. Advanced exercises give you the opportunity to test your skills in a variety of challenging situations.

Missions: Choose from a range of exciting missions that pit you against the dinosaurs.



Site B: Sit back and let the dinosaurs entertain you. Site B is your own private dinosaur park; no visitors are allowed.

Continue: Pick up where you left off as you re-enter a previously saved game.

Dinopedia: Take some time to learn about the dinosaurs in the park and brush up on your management techniques.

Options: Modify the game options to suit your preferences.

WELCOME TO JURASSIC PARK

Your view of the park contains a lot of useful at-a-glance information. It is also your gateway to accessing the staff and systems you have at your disposal.

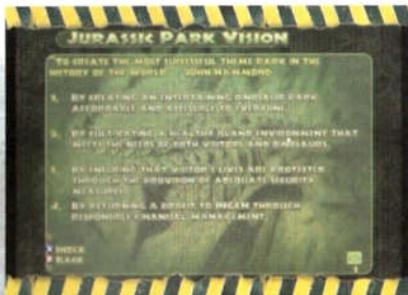


1. **Park Budget** – This displays the total amount of money you have to work with.
2. **Date** – This tells you the date.
3. **Star Rating** – This is the most important indicator that the park is doing well. Your goal is to increase the park's popularity rating to five stars.
4. **Dinosaur Population** – This shows how many dinosaurs you have in the park.
5. **Visitor Population** – This shows how many visitors are in the park.
6. **Mail Box** – This shows how many mail messages you have received from your staff.
7. **Context Buttons** – Wherever you are in Jurassic Park, you can always see what options are available by examining the Context button.
8. **Mini Map** – This small map of the Island gives you a rough indication of where you are.

OBJECTIVES

When you start running Jurassic Park, you start working for INGEN. Use INGEN's vision statement for Jurassic Park to establish your objectives.

As the manager of Jurassic Park you should...



Aim to increase your Star Rating!

The ultimate aim of *Operation Genesis* is to create a 5-star park. The more stars you earn, the more popular the park will be. You earn stars by entertaining your visitors.

Keep your island looking beautiful!

Maintain a beautiful island and a clean, natural-looking park.

Protect your visitors!

Take every precaution to prevent visitor fatalities. Build Ranger Stations and other security facilities to protect the lives of your visitors.

Make money!

INGEN's investors will lose confidence if the park budget goes into the red. Always keep a positive balance in your budget.

ISLAND GENERATION

Your first step in *Operation Genesis* is to choose the island site for your park. You can create any island environment you like by altering the slider bars. Each one of the following variables will have an impact on the park that you build:

Shape – This variable changes the size and shape of the island on which you are going to build the park.

Trees – This variable changes the distribution of trees on the island. Trees are useful when you are exhibiting large numbers of herbivores, but they can prevent visitors from getting a clear view of the dinosaurs.

Rivers – This variable changes the number of rivers and watering holes on the island. Rivers ensure that your dinosaurs have access to water, but they can obstruct the placement of buildings.

Mountains – This variable changes the number of mountains on the island. Mountains enhance the beauty of your island, but they create a major obstruction and are expensive to remove.



Once you have selected the terrain settings you want, you can alter the appearance of your island by pressing the **O button**. If you're happy with your selection, press the **X button** to start *Operation Genesis*!

ISLAND MAP

You can access the Jurassic Park Island Map by pressing the **L3 button**. The Island Map helps you locate dinosaurs and buildings in the park. You can also check on the weather forecast here to see if any storms are coming. To access the weather forecast, press the **□ button**.

IMPORTANT: Check the weather forecast regularly. Jurassic Park is located in the North Pacific, where there are frequent storms during the wet season.



HINT: Ranger Helicopters and Balloons will be grounded during thunderstorms unless you research the Gyro Stabilizer upgrade. All air traffic will be grounded when twisters strike the park.

BASIC INFORMATION

FUNCTION BUTTONS

The Function Buttons allow you to access and control all aspects of Jurassic Park. You can access this menu any time by pressing the **□ button**.

1. Build – This button takes you to the Build menu, where you can construct all the elements that will make up Jurassic Park. For more information about buildings, see page 10.

2. Safari – This button takes you to the Safari Adventure tours, if they're operating.

3. Reports – This button leads to the Reports menu. You can use this feature to access information about all the key features in Jurassic Park. Your Quarterly Performance report from INGEN is located here as well.

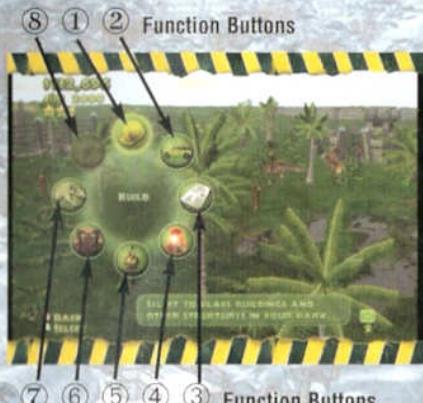
4. Emergency – This button puts Jurassic Park into Emergency Mode during violent storms and dinosaur rampages. All visitors will immediately exit the park, and new visitors will not be admitted.

5. Research – This button takes you to the Research Department where the INGEN research team will help you design new park innovations and features.

6. Park Entrance – This button will take you to the nearest park entrance so that you can close the park, or change the park admission.

7. Dinosaurs – This button accesses all the options you need to create and manage dinosaurs. See page 14.

8. Ranger Helicopter – This button gives you a quick shortcut the *Ranger Helicopter*.



THE MANAGEMENT TEAM AND MAIL

In Jurassic Park, there is a management team to help you at all times. These expert staff members notify you of the day-to-day problems and events in the park.



JOHN HAMMOND

As the CEO of INGEN, John Hammond will contact you each quarter with an update of your Performance Report.



PETER LUDLOW

The financial director of INGEN is usually too busy to interfere with the day-to-day running of Jurassic Park. You will hear from him only if you have problems with money or security in the park.



DR. ALAN GRANT

The world-famous paleontologist oversees all your fossil-hunting teams and ensures that your fossil market is always full of neat stuff.



DR. HENRY WU

The brains behind INGEN's cloning technology, Dr. Wu oversees the activities at the DNA Sequencing Lab, and manages the research laboratory.



DR. ELLIE SATTLER

Dr. Sattler, the park's dinosaur manager, is an expert in dinosaur ecology and paleobotany. She will monitor your dinosaurs and inform you about their health and stress levels.



RAY ARNOLD

Ray Arnold, the chief administrator, oversees the maintenance and day-to-day operation of the park. If something isn't working properly, he will inform you.



ROBERT MULDOON

Robert Muldoon, the park warden, is in charge of the JP Rangers and oversees operation of the Balloon Tour and Safari Ride.



JANE POWERS

Jane Powers, the public relations manager, will call your attention to visitors' problems.

Mail: To access your mail, press the **○ button**. If the mail requires your intervention, click the **×** button to go to the source of the problem.

JURASSIC PARK BUILDINGS



When you're ready to start constructing the park, click the Hard Hat icon to access the Build menu.

You may construct a building as long as you have enough money and have not exceeded the fixed limit for each building type, which is displayed in the building preview window.

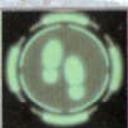
PLACING BUILDINGS



In general, you can place buildings anywhere in the park as long as the land is flat and unobstructed. Mountains increase the natural beauty of the park environment, but they present obstacles to the placement of buildings. You can level mountainous regions, using the "Flatten" command from the Environment menu.

HINT: A park with a flat terrain may make building easier, but it will be less popular with visitors.

Buildings accessed by visitors or cleaners need to be connected to the path network. They will have a **path connection icon** attached to their placement footprint. You must connect these to a path if you want the building to be accessible. When a placement footprint possesses an **arrow icon**, this indicates the correct orientation of the building. You can rotate the placement icon by pressing the **O button**, or using the **L1 or R1 buttons**.



If you cannot place a building, the placement footprint tiles will be colored red. If you have difficulty with building placement, try removing obstructions or flattening the terrain.

MAINTAINING BUILDINGS



Buildings in the park can be damaged—most commonly by lightning strikes and twisters. For the safety of the visitors, it is important to repair damaged buildings as soon as you notice them.

Check the status of buildings by consulting the Structure Summary. This lists dirty or damaged buildings, and tells you the profitability of each building. To find out what state a building is in, check the Building Status bar, in the top right-hand corner of the screen.

What Does the Building Status Bar Show?



Building Health – As this bar decreases, the building becomes more damaged.



Building Cleanliness – As this bar increases, the building becomes increasingly dirty.

Your Park Security system will diagnose the extent and cost of damage to buildings. To repair a building, press the **X button** to select it and agree to pay the cost for damages.

DEMOLISHING BUILDINGS



When expanding or redesigning the park, you may need to demolish buildings. If you want to destroy a building, select the **Demolish** option from the Build menu.

PATHS



Paths – Paths allow visitors to move around Jurassic Park.



Fountains – Fountains will soothe the eye and calm the nerves of your visitors.



Trash Cans – Trash cans give visitors a place to put their litter and reduce the work of your cleaning crew.



Benches – Visitors will appreciate places to rest.

ATTRACTIONS



Viewing Vent – These simple observation points set into enclosure fences are inexpensive and afford a reasonably good view of the dinosaurs.



Viewing Platforms – These elevated platforms give visitors a panoramic view of multiple enclosures.



Viewing Domes – These domes allow visitors to get close to the dinosaurs in complete safety.



Balloon Tour – Take to the skies and observe your dinosaurs from the security of a balloon.





Safari Adventure – Get into a Safari Land Cruiser and drive into dinosaur enclosures. Onboard camera systems allow visitors to take photos of the dinosaurs. **Warning!** Safari Land Cruisers are often targeted by irritable and aggressive dinosaurs.

AMENITIES



Park Entrance – These large welcome centers are the landing pad for visitors to the park.



Kiosk – You can sell a variety of meals in your kiosks.



Rest Rooms – Make sure there are plenty of comfort stops around the park!



Souvenir Stand – Visitors will want to take home mementos of their visit. Souvenirs are an excellent way to raise park profits.



Rest Area – Build rest areas where visitors have a long walk between attractions.



CLEANERS

Cleaners Station – These industrial buildings are the headquarters for your cleaning crew.



SECURITY

Ranger Station – Rangers protect the lives of visitors to the park. Each Ranger Station is equipped with a helicopter and a maintenance crew. To learn more about flying ranger helicopters, see page 23.



Security Camera – These remote cameras can be set to notify you when a dinosaur becomes stressed or breaks out of its enclosure.



Avoidance Beacon – These sonic beacons generate a low-frequency hum that causes dinosaurs to retreat.



Sentry Turret – Sentry turrets, which act as an additional set of eyes, can deliver a lethal response to dinosaurs that enter their target range.



Visitor Shelter – These reinforced bunkers are designed to withstand tropical storms and rampaging dinosaurs. When the park is in Emergency Mode, visitors run to these shelters.

ENCLOSURES



Hatchery – Jurassic Park hatcheries are self-contained dinosaur generators. In a matter of weeks, embryos created in the Genetics Lab develop into dinosaurs large enough to be released into the park.

Carnivore and Herbivore Feeders – Automated feeders dispense cows and goats to carnivores and either contemporary era or Mesozoic-era bales to herbivores.



Auto Lure – Auto-lures emit an odor that dinosaurs find irresistible. They are particularly useful in drawing dinosaurs toward areas where visitors can see them.



Low, Medium, and High Security Fences – The higher the grade of fencing, the more expensive and durable it is. As the strength of the fence increases, visibility for visitors decreases. Consult the Dinopedia Species guide for dinosaur security recommendations.



All Jurassic Park fences are electrified. They deliver a painful shock that normally repels a dinosaur but also raises its stress level.

ENVIRONMENT



Trees – It's important to have an abundance of trees on your island, particularly inside herbivore enclosures. When herbivores cannot see any trees around them, they instinctively fear starvation and become stressed.



Lakes – You can build lakes of varying sizes in your enclosures. Lakes provide dinosaurs with a place to drink, if there is no natural water source available.



Mountains – Mountains enhance the beauty of the park environment, and serve to restrict the movement of dinosaurs. Dinosaurs prefer to dwell on plains and avoid mountains.



Flatten – Plains are the type of terrain Jurassic Park dinosaurs prefer. Use this function if you find obstructions in areas where you wish to build.



Hill – Hills are the type of terrain Jurassic Park dinosaurs prefer. Use this function if you find obstructions in areas where you wish to build.



Waterfall – Waterfalls are the type of terrain Jurassic Park dinosaurs prefer. Use this function if you find obstructions in areas where you wish to build.

JP RESEARCH DEPARTMENT



To access the Jurassic Park Research Department, click the **Research** button in the Management Menu.



Research projects require time and money to complete. Consider the length of time it will take to research your selection before you commit to it.

When research on a topic is complete, Dr. Wu will notify you that the new feature is available.

JURASSIC PARK DINOSAURS

INGEN uses revolutionary genetic technology to create dinosaurs. In order to do so, you must sequence DNA from fossil materials.



Your first priority is to create dinosaurs. Begin by selecting the **Dinosaur** option from the Manager menu.



First, check the **Dinosaur Summary** to find out what dinosaurs you have in the park and how much DNA they have. Whenever you begin a new game of *Operation Genesis*, INGEN will provide you with some dinosaur DNA to get you started.

CREATING DINOSAURS



Fossil Hunting

Dr. Alan Grant oversees your fossil-hunting teams as they journey to fossil sites around the world. You will start the fossil hunt with access to a site chosen by INGEN. As your park's popularity increases, you will be allowed to choose more sites and thereby increase your range of dinosaurs.



Once you have selected a site, zoom into it by pressing the **X** button. When you have visited it, you can position available dig teams at the site. Use the content rating of each site to decide where to place your team. You can purchase additional fossil-hunting teams as your park's popularity increases.

BUYING AND SELLING FOSSILS



Dr. Grant keeps in contact with other fossil hunters who may uncover material of interest to INGEN. Important specimens are made available to you via the **Fossil Market**.

This trade in fossil materials goes both ways. You can sell any of the amber or fossils that you recover for good money. **HINT:** This is an excellent way to make money fast—but be sure not to sell specimens that are hard to come by.

DNA EXTRACTION



Dr. Henry Wu runs the **Genetics Lab** at Jurassic Park. Your job is to select the fossil materials for sequencing and direct Dr. Wu in the extraction of DNA.

IMPORTANT: To create a dinosaur, you need a **minimum of 50% of its DNA**. The more complete the DNA of a dinosaur, the longer it will live.

Once you have 50% or more of a dinosaur's DNA, the Genetics Lab will transfer embryos to all of your hatcheries so you can begin the production of dinosaurs. You **must** exhibit at least one dinosaur before you can open Jurassic Park.

DINOSAURS AND ENCLOSURES

CREATING AN ENCLOSURE



When you have enough DNA to create a dinosaur, you're ready to build your first enclosure. An enclosure should contain everything a dinosaur needs—food, water, trees, and other dinosaurs. **IMPORTANT:** For security reasons, all dinosaurs must be kept in enclosures.

To construct an enclosure, select the **Dinosaur** button in the Build menu.

What Should You Put in an Enclosure?

Fencing – The first thing to do is build a fence! When deciding what type of fence to use, consider the kinds of dinosaurs you are going to display. **HINT:** The species description in the Dinopedia will give you some idea of the ideal security level for each dinosaur.

Hatchery – You must build a hatchery in your enclosure. Each hatchery can grow a dinosaur for release in three (3) weeks.

Carnivore and Herbivore Feeders – Dinosaurs must eat from the feeders in order to survive. In each enclosure, you should build a feeder that dispenses the type of food your dinosaur requires.



Water – You must ensure that enclosures have a water source—either a natural one or a man-made lake. See *Lakes* in the Build menu.

Trees – All dinosaurs, but particularly herbivores, like having trees around them. Trees reduce the stress of herbivores, assuring them plenty of food and cover from predators.

Playmates or Prey – Most important, you must decide whether you want to display more than one dinosaur species in an enclosure. Because dinosaurs are expensive to create, you should consider how stable and how entertaining your mix of dinosaurs is going to be.

- Your **Thrills** rating will increase if you include dinosaurs that prey on one another.
- Your **Fun** rating will improve if you include dinosaurs that play well together.

If you consult your Dinopedia species list, you will find that each carnivore has a preferred prey, and each herbivore a preferred friend. You should consider these factors when adding dinosaurs to an enclosure. **HINT:** Achieving a good balance will increase the entertainment value of the exhibited dinosaurs.

Tips for Enclosure Management:

- Build BIG enclosures. The bigger your enclosure, the less chance of dinosaurs becoming stressed from lack of space.
- Keep an eye on your fence. Breaches in fences will flash on your Island Map.
- Use auto lures and avoidance beacons to drive dinosaurs toward areas where visitors can see them. Be warned though—overuse of these structures may stress your dinosaurs.

DINOSAURS AND DISEASE



Park dinosaurs often catch diseases. We recommend that you begin researching vaccines as soon as possible, as diseases spread rapidly. Visitors to the park won't be impressed if dinosaurs are diseased.



When a disease icon appears above a dinosaur's head, you should dispatch rangers to cure the dinosaur and keep the disease from spreading.

You should also research the Hatchery Immunization upgrade. This will allow you to immunize dinosaurs when they emerge from the hatchery.



LOOKING AFTER DINOSAURS

As park manager, one of your primary responsibilities is looking after the dinosaurs.

DINOSAUR STATUS BAR



Pack Leader

When a selected dinosaur is the leader of a herd of dinosaurs, its status is indicated by a crown.



Stress Meter

When a dinosaur has becomes stressed, this sphere will fill up. Sedating the dinosaur with tranquilizer darts will reduce this meter.



Happiness

This tells you how contented a dinosaur is. When this reaches zero, the dinosaur will become increasingly stressed.



Hunting (Carnivores Only)

Carnivores will usually express a need to hunt. When this meter reaches full, the dinosaur will become stressed.



Trees (Herbivores Only)

Herbivores become stressed if they cannot see trees around them. This meter will start to increase if the herbivore cannot see enough trees.



Hunger

As this meter fills up, the dinosaur becomes increasingly hungry. When this meter is flashing, the dinosaur will start to become stressed from starvation.



Thirst

As this meter fills up, the dinosaur becomes increasingly thirsty. When this meter is flashing, the dinosaur will start to become stressed from dehydration.



Sleepiness

As this meter fills up, the dinosaur becomes more tired. When this meter is full, the dinosaur falls asleep.



Health

As this meter decreases, the dinosaur becomes weaker. When it reaches zero, the dinosaur dies!

A flashing meter indicates that the dinosaur has an unmet need. Unless that need is satisfied immediately, the dinosaur will continue to become stressed.

Whenever a dinosaur is stressed, a terrible strain is placed upon it, and it can react in two ways:



Comatose

When a dinosaur suffers a seizure and collapses from stress, it should be tended to by a ranger. Use the **Revive order** to restore the dinosaur to normal health.



Rampage

A dinosaur crazed with anger goes on a rampage. Eventually, the dinosaur will grow tired and collapse into a comatose state.

QUICK CHECK

You can quickly check the status of your dinosaurs by selecting a unit and pressing the **R2 button**. This will display what is currently on the dinosaur's mind.



INTERACTING WITH DINOSAURS

To interact directly with your dinosaurs, you'll need to build a Ranger Station. Select a dinosaur first, then press the **□ button** to issue orders to it.

The best thing about having a Ranger Helicopter in the park is that you can fly it yourself. Whenever you wish to perform an operation on a dinosaur, you should consider taking control of the helicopter yourself.



MOVING DINOSAURS

You may want to move dinosaurs around the park. **Warning:** Rampaging dinosaurs cannot be moved! To move a dinosaur, first **Sedate** it. Then select the dinosaur and issue the **Move** order. A heavy-duty helicopter will fly in and pick up the dinosaur in a storage cage. You can then select the place where you want to move it.

DINOSAUR INFORMATION

To look up information about a selected dinosaur, press the **X button**. This will link you with the Dinosaurs Species pages in the Dinopedia.

RANGER HELICOPTER

You can't maintain security in Jurassic Park without a Ranger Station. Rangers are able to fly around the park and respond to situations that require immediate attention.

To dispatch rangers, select a dinosaur and issue an order, and the rangers will take care of the problem. Or, if you prefer, do the job yourself.



If you want to take control of the Ranger helicopter, you can...



- [a] select it directly,
- [b] jump to it from the Ranger Station screen, or
- [c] use the "*Go to Chopper*" option in the Manager menu

Once you have selected the Ranger helicopter, take control by pressing the **□ button**.

Helicopter Controls:

Movement	– Left analog stick
Steering/Gunsight	– Right analog stick
Cycle forward in shoot mode	– L2 button
Cycle backward in shoot mode	– R2 button
Utility Mode	– □ button
Shoot Mode	– X button

Once in control of the helicopter, you can perform a number of useful actions:

In Utility Mode:



Visitor Rescue – In this mode, you can lower a rescue line to a visitor who has gotten lost in the park.



Cure – In this mode, you can cure dinosaurs afflicted by disease. You must have researched a specific cure before you can use this option. You can pre-emptively immunize dinosaurs by using the same function.



Dispense Lure – This allows you to drop a carnivore or a herbivore lure into the park.



Muster Pulse – In this mode, your helicopter sends out a sonic pulse, such as the avoidance beacon. You can use this to herd dinosaurs around the island.

In Shoot Mode:



Retire – In this mode, you can use lethal force to retire dinosaurs. This option should only be used to save the lives of visitors being threatened by dinosaurs. *Cruelty to dinosaurs is not acceptable to visitors or INGEN.*



Revive – In this mode, you can shoot dinosaurs with a healing compound. **IMPORTANT:** This will revive dinosaurs that are in a comatose state.



Sedate – In this mode, you shoot dinosaurs with a tranquilizer dart. You must sedate dinosaurs if you want to move them about the park. This is also useful for controlling rampaging dinosaurs.

HINT: When in shoot mode, you can zoom in by pressing the **□ button**.

CRUELTY TO DINOSAURS

INGEN has signed a charter with the Society for Prevention of Cruelty to Dinosaurs [SPCD]. This agreement is designed to bolster public confidence that the park's management will not indulge in gratuitous cruelty to dinosaurs. This means:

- [a] You should only retire dinosaurs that are sick, suffering, or threatening to visitors.
- [b] If you must retire a dinosaur, make sure the park is closed to visitors or in Emergency Mode.

The slaughter of innocent dinosaurs will cause the public to lose faith in Jurassic Park's management, which will be reflected by a sharp downturn in the park's popularity.

SAFARI LAND CRUISER

One of the most exciting attractions in Jurassic Park is the Safari Adventure, in which Land Cruisers take visitors on an exciting tour through selected enclosures.

All Safari Land Cruisers are equipped with cameras that allow passengers to take photos of the dinosaurs. As park manager, you can take emergency control of these Land Cruisers whenever a tour is in operation.



Controls for Land Cruiser:

Forward	– R1 button
Reverse	– L1 button
Rear View	– L2 button
Steering	– Left analog stick
Horn	– □ button
Camera	– × button

A great way to get close-up images of the dinosaurs is to take photos of them. You can view your current photo collection at the Safari Depot. When you take a high-scoring photo, it will be sent to INGEN marketing and you will be given a cash bonus. **Note:** Particularly good photos will be used in a Jurassic Park marketing campaign. You can keep a maximum of ten photos in your album. If you run out of film, you can always delete photos from your album; this will allow you to take more pictures. This spreads the fame of the park and increases its popularity. **HINT:** If dinosaurs are getting in the way of your vehicle, sound the horn by pressing the **□ button** to frighten them away. Be careful, this can make some dinosaurs very angry!

Keep an eye on these automated safari rides. Land Cruisers often break down, stranding visitors in dinosaur enclosures. If this occurs, select the visitors and issue a rescue order.

JURASSIC PARK VISITORS

Visitors come to Jurassic Park to be entertained. They will leave if they are dissatisfied with the dinosaurs or feel that the park does not cater to their needs. The more visitors who leave feeling happy, the more popular the park will be.

When you select a visitor, his Name and a Status bar are displayed at the top right of the screen.



HAPPINESS

This meter displays how happy the visitor is. When it gets to zero, the visitor will leave the park.



Very Happy

Very Unhappy



Hunger and Thirst

This displays how hungry and thirsty the visitor is.



Energy

This displays how much energy the visitor has.



Comfort

This shows the visitor's comfort level.

VISITOR PASSPORTS



Every visitor carries a passport. To find out more about a visitor, press the **X** button.

VISITOR TYPES

1. Mainstream
2. Thrill Seeker
3. Dino Nerd
4. Fun Lover

WHAT CAN YOU LEARN FROM VISITOR PASSPORTS?

Name: The visitor's name and place of origin.

Type: There are four types of visitors:

Mainstream: These visitors have no preference in entertainment.

Thrill Seeker: These visitors love to see carnivores in action.

Dino Nerd: These visitors want to see enclosures that contain contemporary dinosaurs and paleo fauna.

Fun Lover: These visitors like to see herbivores at play.

Money: This shows the amount of money your visitor has.

Security: This determines a visitor's feeling of security.



Comment: This statement reflects what a visitor thinks of the park. To see a complete overview of visitors' comments, select the **Visitor Summary** from the Reports menu.

To find out what each visitor has seen, flip the passport by pressing the **R2** button.

Dino Score: This is the dinosaur experience score for each visitor. The higher the score, the more dinosaur activity the visitor has seen.

Species Seen: This records the number of dinosaur species the visitor has seen.

Dinosaurs: This lists all the dinosaur species the visitor has seen.



QUICK CHECK

To see what is on the mind of a visitor, select one and press the **R2** button.



HAPPY



HUNGRY



NEED REST ROOM



LOOKING
FOR ENTERTAINMENT



SCARED



UNHAPPY

EMERGENCY MODE



It is IMPORTANT to put the park in Emergency Mode whenever a disaster threatens. When you do so, the park will close down and visitors will run to the nearest park entrance or visitor shelter.

If visitors are killed while the park is in Emergency Mode, you will not be penalized because you did everything possible to warn and protect them. But failure to activate Emergency Mode will result in a \$5,000 penalty for every visitor who is killed.

ENTERTAINING VISITORS

Visitors come to Jurassic Park to be entertained. All dinosaurs come with a star rating; the more stars a dinosaur has, the more entertaining it is. Refer to page 25, or consult the Dinopedia to find out more about the popularity of your dinosaurs.

Each attraction is equipped with an Entertainment Analyzer, which shows the dinosaurs that can be seen from the attraction and the kind of entertainment they provide. To consult the analyzer, select an attraction in Jurassic Park and simply press the **R2** button.

WHAT CAN YOU LEARN FROM YOUR ENTERTAINMENT ANALYZER?

The Entertainment Score – This is your rating out of a total of 100 points. The higher the entertainment score of your attraction, the happier your visitors will be.

Thrills: The **red** button indicates how much thrilling action an attraction provides. Carnivores fighting, hunting and eating deliver thrills. **HINT:** Attractions with a high thrill factor satisfy Thrill Seekers.

Fun: The **green** button indicates how much fun activity an attraction provides. Herbivores socializing, grazing and playing together are fun to watch. **HINT:** Attractions with a high fun factor satisfy Fun Lovers.

Authenticity: The **blue** button indicates how much authentic content an attraction provides. Exhibiting dinosaurs from the same locality and time period and adding paleo trees creates authenticity. **HINT:** Attractions with a high Authenticity rating satisfy Dino Nerds.

Visible Dinosaurs – This tells you what types of dinosaurs can be seen from an attraction.



< Number and types of Large Herbivores
Number and types of Small Herbivores >



< Number and types of Large Carnivores
Number and types of Small Carnivores >



Entertainment Summary – Check the overall entertainment scores and bias of each attraction by looking at the Entertainment Summary in the Reports menu. Once you start exhibiting dinosaurs, you must keep trying to improve the Entertainment Rating of your attractions.

DINOSAUR POPULARITY GUIDE

The best way to maximize the entertainment score of your attractions is to exhibit popular dinosaurs. For further information about your dinosaurs, consult the Dinopedia.

CARNIVORES

Tyrannosaurus
Spinosaurus
Velociraptor



Acrocanthosaurus
Carcharodontosaurus
Allosaurus



Albertosaurus
Gallimimus



Ceratosaurus
Dilophosaurus



HERBIVORES

Brachiosaurus
Triceratops

Ankylosaurus
Stegosaurus

Camarasaurus
Corythosaurus
Edmontosaurus
Homalocephale
Parasaurolophus

Kentrosaurus
Ouranosaurus
Pachycephalosaurus
Styracosaurus
Torosaurus

Dryosaurus



DR. GRANT'S QUICK GUIDE TO CREATING DINOSAURS

This simple step-by-step guide will take you through the whole process of creating dinosaurs. **HINT:** Get familiar with your Manager menu; the Dinosaur and Build menus are important for the creation of dinosaurs.



1. Always check your available stock of DNA. You can't create dinosaurs unless you have dinosaur DNA. The fastest way to find out how much DNA you have is to visit the Dinosaur Summary located in the Dinosaur menu. If you have DNA already, proceed to step 3.



2. If you need to obtain some DNA, select the Dinosaur menu and visit the Fossil Hunt.
 - [a] At the Fossil Hunt put your available teams to work. Once they are working, they will soon start to send fossils back to the park.
 - [b] When your dig teams start discovering fossils and amber, go to the Genetics Lab to start extracting DNA from them.



HINT: You need at least 50% of a dinosaur's DNA to produce a dinosaur! If you do not have enough DNA, check the Fossil Market to see if you can buy some.



3. When you've got enough DNA, it's time to build a home and a hatchery for your dinosaurs. Open the Build menu and select the Dinosaur menu.



- [a] The Hatchery: Select the hatchery to produce any species of dinosaur for which you have sufficient DNA. Once you've placed your order, deselect the hatchery and watch it go!
- [b] Security Fencing: Select Security Fencing to keep dinosaurs away from visitors. Consult the Dinopedia for information about recommended security fencing for specific dinosaurs.



JURASSIC PARK: OPERATION GENESIS

PLAYSTATION®2 CONTROLS

CONTROLLER

CONTROLLER	FUNCTION
Left analog stick	Camera Movement Menu navigation Interface Navigation
L3 button	Island Map
Right analog stick	Camera Rotation Camera Elevation
Directional buttons	Camera Movement
START button	Options Menu
SELECT button	Objectives (Exercises and Missions)
✗ button	Unit Selection Unit Information (if unit selected) Go To (in mailbox mode) Unit Deselection
△ button	Cancel Go Back
□ button	Access Manager Menu Orders (if unit selected)
○ button	Access Mailbox Rotate Building (in Build mode only) Unit summaries (if unit selected)
L1 button	Rotate building anti-clockwise (in Build mode only)
R1 button	Rotate building clockwise (in Build mode only)
R2 button	Quick check (see pages 18, 23)

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FMOD sound and music system, © Firelight Technologies, Pty Ltd, 1994-2002

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